SNS-AN-USA

SIM ANT®

THE ELECTRONIC ANT COLONY

Instruction Booklet

MAXIS

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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IT'S A BUG'S LIFE

Ants are everywhere: in the yard, in the kitchen—maybe even in your pants. Everywhere you go, you'll find ants: in the desert, on the tops of mountains, underground, even inside trees.

You've lived with ants all your life. You've shared your food, your home and your planet with them. You've stepped on them, sprayed them, cursed them, and bombed them. Now you can *be* them!

Individually, ants aren't very smart. But a colony of ants working together for a common goal has amazing survival skills, and even a level of intelligence.

In SimAnt, YOU are the intelligence of an ant colony. YOU are the leader of the black ants (the good guys). Your duty is to help the colony survive and then take over the yard, bit by bit, then take over the house, room by room, and drive out those yucky humans!

It won't be easy. Those nasty red ants (the bad guys) will stop you every chance they get. They'll steal your food and try to take over your territory—and that means war! But that's not all—you'll have to deal with bloodthirsty spiders, treacherous ant lions, careless human feet, murderous lawn mowers and other dangers too horrible to mention!

Of course, there are the joys of ant life ... slimy green food, digging in the dirt, the danger of battle, the thrill of conquest, a busy social life, and fresh, yummy caterpillars.

An ant's work is never done....

THE OBJECT(S) OF THE GAME

SimAnt is actually three games.

In the **Full Game,** your goal is to conquer the whole yard and house and drive out the humans.

In the **Scenario Game,** your goal is to defeat the red ants (the bad guys) on eight levels, with each level getting harder to master.

There is also a **Tutorial Game.** It walks you through all the basics of life as an ant and prepares you for the Scenario and Full Games.

ANTFACTS

- **The combined weight of all the ants on earth is greater than the combined weight of all the humans on earth. Considering that it takes approximately 500,000 ants to add up to one pound, that's a lot of ants.**
- **Ants move more dirt and aerate more soil than earthworms. They carry plant material deep into the earth and enrich the soil.**
- **The biggest ant colony found so far has 306,000,000 ants, with 1,080,000 queens in 45,000 interconnected nests covering an area of 2.7 square kilometers.**
- **Ants are humorless, merciless, fearless warriors that will attack in groups and kill insects and other animals many times their size. They'll eat anything they can catch. Why haven't ants taken over the world? Because they eat each other.**
- **Ants have been around for 60 million years; humans for only one million.**
- **Ants regulate the temperature, humidity and airflow within their nests.**
- **Ants capture their enemies and practice slavery and child labor.**
- **Ants are the world's strongest creatures in relation to their size.**
- **Ants use propaganda to confuse and alarm their enemies.**
- **Ants go to war against other ants.**
- **Ants are the longest-living insect.**
- **Ants practice chemical warfare.**
- **Ants raise aphids as livestock.**
- **Ants farm fungus for food.**

Next thing you know, ants will be playing video games.

PLAYING SIMANT

GETTING STARTED

To start SimAnt:

1. Make sure that a Controller or a Super NES Mouse is plugged into the Super NES Port 1.
2. Insert the SimAnt Game Pak.
3. Turn on the power switch.

The first thing you'll see is an animated introduction to SimAnt that sets the stage for the action to come. Press the Start button, the A button, or left mouse button when you are ready to end the introduction and play the game.

When the introduction ends, the Main Menu appears. Use the Control Pad or mouse to highlight the game you want to play and press the A button or left mouse button to begin your life as a bug.

TUTORIAL

SimAnt has a built-in on-screen tutorial that walks you through the basics of being an ant. It provides a series of messages that explain how to play, and gives instructions for you to follow to experience life as an ant.

Just select Tutorial from the Main Menu and read the messages as they appear. Press the A or left mouse button to clear the message, then follow the instructions.

FULL AND SCENARIO GAMES

Beyond the Tutorial, there are two types of games you can play: Full Games and Scenario Games.

The goal of the Full Game is to eliminate the red ants from every section of the yard, take over the house and drive out the humans.

The goal of the Scenario Game is to defeat the red ants in each of the eight levels. The level is considered won when you destroy the Queen of the red ant colony.

SAVED GAMES

The SimAnt Super NES Game Pak includes battery-backed memory so you can save games and return to them later. You can store one Full Game and up to four Scenario Games at a time.

ANT INFORMATION

Selecting Ant Information from the Main Menu opens the Ant Encyclopedia—a source of information on real ants and SimAnt game-playing strategies. Since SimAnt is based on real ant behavior and biology, the more you know about real ants, the better you'll do in SimAnt.

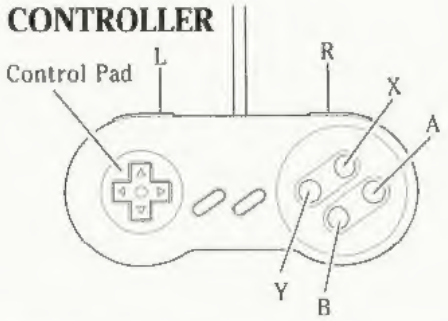
When you first open the Ant Encyclopedia, the top window shows a list of topics, and the bottom window is empty. Point to a topic with the cursor and press the A button or left mouse button. The list of topics will be replaced by a picture and the bottom window will fill with fascinating, informative text.

There are a number of different pictures and text explanations for each topic. To move to the next picture, activate the Next icon. To scroll the text in the lower window, activate the Scroll icon.

CONTROLLING SIMANT

SimAnt can be played with either the Controller or the Super NES Mouse.

THE CONTROLLER



Control Pad—moves the cursor.

L and R Buttons—change the Control Pad to leave the cursor where it is, but make the screen scroll.

X Button—centers the Yellow Ant on the screen and moves the cursor to point to the Yellow Ant (in Close-up view only).

Y Button—moves the cursor to the View icon.

Start Button—ends introduction and opens Main Menu so you can start a game. Once play begins, the Start button pauses and unpauses the game.

Select Button—switches between Close-up and Overview screens (but doesn't change between surface and underground views).

A Button—moves the Yellow Ant, makes the Yellow Ant dig tunnels, selects icons and commands, and selects menu items.

B Button—makes the Yellow Ant pick up and put down food, eggs and rocks, cancels commands, and closes menus.

THE SUPER NES MOUSE

If you have a Super NES Mouse, plug it into the Super NES Port 1 before you turn the power on.

Moving the mouse moves the cursor.

The left mouse button corresponds with the A button on the Controller.

The right mouse button corresponds with the B button on the Controller.

In the rest of this manual, instructions for mouse buttons will be shown in parentheses. For example, if you see: **Press the A(left) button,** it means press the A button on the Controller or the left mouse button.

ANTFACTS: ARMY ANTS

Army ants are vicious, nomadic predators that live in Africa and South America. Army ants don't make nests. They travel all day, attacking and eating anything in their way, then at night, they group together into a big ball and make a living nest out of their bodies. The queen, eggs, larvae and pupae are kept in the middle of the nest where they can be protected.

Army ants hunt in large groups and can kill animals many times their own size. While Army ants have been known to catch and eat animals as big as monkeys or pigs, it rarely happens. They only eat people in the movies.

CLOSE-UP VIEW AND OVERVIEW

In SimAnt, you must play the game both on the surface and underground. Whether above or below the ground, you can view the game close-up or see an overview.

On the Surface

Underground

You can change views by moving the cursor to the Views icon, pressing the A(left) button to open the Views menu, then selecting the view you want.

Pressing the Select button is a shortcut to switch between Close-up and Overview.

THE CURSOR

A big part of controlling SimAnt is moving a cursor, which looks like a pointing hand, around the screen and using it to:

- scroll the screen
- activate icons
- open menus and select menu items, and
- control the Yellow Ant.

To move the cursor, use the Control Pad or move the mouse.

SCROLLING THE SCREEN

Moving the cursor to any edge or corner of the screen (with either the Control Pad or the mouse) causes the screen to scroll. If you hold down either the L or R buttons on the Controller while using the Control Pad, the cursor will stay where it is and the screen will scroll. You can scroll left-and-right, up-and-down, and diagonally.

ICONS

Icons act like buttons in SimAnt. To activate an icon, move the cursor directly over it and press either the A button on the Controller or the left button on the mouse.

Most icons, when activated, open pop-up menus.

MENUS AND SUBMENUS

When menus open, the cursor will appear to the menu's right. Move the cursor up or down to highlight the menu item you want, then press the A button on the Controller or the left mouse button to select it.

Press the B button or the right mouse button to close the menu without selecting anything.

ANTFACTS: ANT BOMBS

All ants produce various chemicals, some of which are poisonous to other ants. Many ants spray this poison at each other in battles. One species of ant, Camponotus saundersi, stores up its poison in a big sac on its abdomen. In a battle, it can explode the sac and spray its enemies.

THE YELLOW ANT

A big part of controlling SimAnt is controlling the Yellow Ant. The Yellow Ant is a very special ant ... it's YOU! The Yellow Ant can:

- dig tunnels
- find food and bring it back to the nest
- leave trails that other ants can follow to food
- recruit ants to help carry food, and
- lead ants to battle.

You control the Yellow Ant with the cursor and the buttons on the Controller or mouse.

MOVING THE YELLOW ANT

To make the Yellow Ant go somewhere, move the cursor where you want the ant to go and press the A(left) button.

To make the Yellow Ant leave the nest and go to the surface, move the cursor to the nest exit and press the A(left) button.

To make the Yellow Ant enter the nest from the surface, move the cursor to the hole in the ground (nest entrance) and press the A(left) button.

DIGGING TUNNELS

While in the Nest Close-up view, if you move the cursor over some dirt and press the A(left) button, the Yellow Ant will dig its way to the cursor.

PICKING THINGS UP AND PUTTING THEM DOWN

If the Yellow Ant is a worker, it can pick up and carry food, eggs, larvae and small rocks. If it's a soldier, it can pick up food and rocks. Move the cursor to the object you want to move and press the B(right) button and the Yellow Ant will pick it up. To drop the object, move the cursor where you want to drop it and press the B(right) button again.

EATING

If the Yellow Ant is hungry and you tell it to pick up food, it will eat the food. The Yellow Ant cannot eat food that it is carrying. It must put it down first.

The Yellow Ant can also be fed by other ants in its colony. When it is hungry and comes into contact with a black ant, the black ant will feed it. If you point the cursor to a black ant and click the B(right) button, it will feed the Yellow Ant.

The yellow bar at the bottom of the screen shows the Yellow Ant's energy (hunger) level.

ANTFACTS: TROPHALLAXIS

Ants share food with each other—even after they've eaten it.

Ants have two stomachs: one that digests their food, and one, called the crop, that stores extra food. When ants meet, they face each other and touch antennae. If one of the ants has food in its crop, it will spit up a drop of food, and pass it mouth-to-mouth to the other ant. This method of sharing food is called trophallaxis.

Generous humans may give you the shirt off their back ... but when was the last time someone offered you the lunch from their stomach?

Trophallaxis is more than just a way to share food. It is a method of communication. As food is transferred from ant to ant, it is tainted with that ant's odor. By the odor of the shared food, ants can tell things about the condition of the colony, like the ratio of soldiers to workers. If the queen dies, all the ants in the colony will know it very quickly because her "flavor" will be missing from the food.

Ants Sharing Food through Trophallaxis

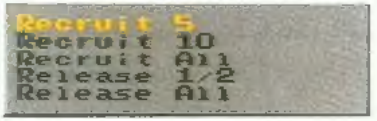
ATTACKING RED ANTS

To make the Yellow Ant attack a red ant, point to it with the cursor and press the B (right) button.

LEAVING FOOD SCENT TRAILS

Any time the Yellow Ant (or any ant, for that matter) carries food, it leaves a food scent trail behind it. Other ants can follow the trail to food.

RECRUITING AND RELEASING



The Yellow Ant is a leader. When it needs a lot of ant power to bring home food or attack an enemy, it can "recruit" the help of the workers and soldiers of the black nest. When ants are recruited, they rush to the Yellow Ant and surround it. While recruited, they won't pick up food, but they will attack any enemy (red ants, spiders, etc.) that comes near.

To recruit help, move the cursor over the Yellow Ant and press the B(right) button. A menu will open. Move the cursor to highlight the menu choice, then press the A(left) button. Pressing the B(right) button while the menu is open will cancel and close the menu.

By selecting the various menu items, you can recruit 5, 10, or all the black ants. You can also release either 1/2 of the recruited ants, or all of them.

A good foraging technique is to recruit some ants and lead them to food, then release them. They will pick up food and carry it back to the nest.

ANTFACTS: COMMUNICATION

Ants communicate with each other all the time. The main way they send information is by releasing chemical scents. Some ants also communicate with sounds and by touching, but by far most communication is chemical. The way they receive information from chemicals is by smelling with their antennae.

Ants send out and receive many chemical messages, including:

- **This way home.**
- **This way to food.**
- **Alarm!!**
- **I'm a friend.**
- **Come with me.**
- **I'm a worker (or soldier, or queen, etc.).**

They don't send and receive the actual words in the messages above, but the meaning is the same.

A big difference between humans and ants is that when we receive a message from someone, we can think about it and ignore it—ants can't. When they smell a chemical message they instinctively obey right away.

DEATH AND REBIRTH

When the Yellow Ant dies, it is reborn as the next egg laid by the black queen. Once the egg hatches, a menu will open and let you choose whether the Yellow Ant becomes a worker, a soldier or a breeder.

In a Full Game, the Yellow Ant has unlimited lives. In a Scenario Game it only has three lives for each level. Use them wisely.

THE YELLOW ANT AS A QUEEN

In a Full Game, there are times when the Yellow Ant is a new queen that has just landed after the mating flight. A new queen has a special duties to perform: she must dig a new nest, then start to lay eggs.

If you move the cursor to the Yellow Queen and press the B(right) button, a special menu will open that will let you dig a new nest and begin to lay eggs.

THE CONTROL PANELS

In addition to using the Yellow Ant, there are two control panels that let you control the ants in your colony. They can be opened by activating the Control Panel icon.

THE BEHAVIOR CONTROL PANEL

This control panel lets you divide up your colony's workforce between three jobs:

Foraging—finding food and bringing it back to the nest, and defending the home turf.

Digging—increasing the size of the underground nest.

Nursing—caring for the eggs, larvae and pupae, and feeding the queen.

This control panel has three icon buttons and a triangle-shaped "joystick".

Activate the Auto icon, and the black ants' behavior will automatically be adjusted according to the colony's needs.

Activate the Manu (manual) icon and you can fine-tune the colony's behavior yourself.

Once in manual mode, you can adjust the black ants' behavior by moving the cross that is somewhere in the triangle. To move the cross, place the cursor where you want the cross to move to, and press the A(left) button. You can also drag the cross around by putting the cursor over the cross, pressing and holding the A(left) button, then moving the cursor while the button is still down.

The numbers next to Dig, Forage and Nurse show the percentage of your colony that is busy with each job. If you point to any of the numbers and press the A(left) button, they will change to the actual number of ants busy with each job. Press the A(left) button again to return to the percentage display.

Activating the Exit icon closes the control panel and returns you to the game. You can also close the Behavior Control Panel and return to the game by pressing the B(right) button.

ANTFACTS: FORAGING AND NURSING

Foraging is finding food—and bringing it back safely. When ants look for food, they follow different patterns to cover the territory. When they find something, and they can carry it home, they do. If it is too big, or if there is too much to carry, they take back as much as they can, and get help. Whenever an ant heads for home while carrying food, it will instinctively bump its rear end on the ground and leave a chemical trail. Other ants can follow the scent of the trail to food.

Ant leaving a chemical trail

Nursing is a very important ant job. Nurses feed, clean and care for the queen. They take the eggs she lays and move them to nursery chambers. Nurses clean and protect the eggs. They lick them and cover them with saliva, which kills harmful fungus.

When eggs hatch into larvae, the nurses have to work even harder, trying to feed the larvae enough food so they will be able to store up enough energy to complete their pupa stage. Once the larvae pupate (turn into pupae) the nurses don't have to feed them any more, but they do have to protect them and move them around.

Eggs, larvae and pupae will die if they get too hot or too cold, so nurses carry them around the nest all day, from chamber to chamber, to keep them at the right temperature.

THE CASTE CONTROL PANEL

This control panel lets you decide what types, or "castes," of ants will be born in the black ant colony. It is controlled in the same way as the Behavior Control Panel. The three castes are:

Workers—small but hard-working ants that forage, dig, nurse—and fight.

Soldiers—larger than workers, they use more energy and require more food than workers. They do all the same jobs as workers (except nurse), but are better fighters.

Breeders—large but lazy, breeders have wings. They don't do any work—they exist only to reproduce and create new colonies. Breeders are necessary in Full Games to expand into new territory and make new nests, but are a total waste of energy in Scenario Games.

The numbers next to the Workers, Breeders and Soldiers show the percentage of your colony that is a member of each caste. If you point to any of the numbers and press A(left) button, they will change to the actual number of ants in each caste. Press the A(left) button again to return to the percentage display.

AntFacts: The Individual Ant

Other than the queen, an individual ant is not very important. Losing a single ant (or two) is no big deal to a colony, and hurts about as much as trimming a fingernail hurts you. All ant behavior is geared to ensure the survival of the colony. Since ants have no fear, they don't hesitate sacrificing their lives if it helps the colony.

Some people think of an entire ant colony as one living organism, with each ant the equivalent of a single cell.

AntFacts: Castes

Not only do ants have different jobs, they have different body shapes and sizes. These different types of ants within a single species are called castes. The main ant castes are: Queen, Male, Worker and Soldier.

Queens are fertile females that, once a colony is begun, do very little but lay eggs. There is usually only one queen per colony, but there can be more in some species. New Queens have wings that they use once, on their mating flight. After the one flight, the wings fall off.

Males are the shortest-lived caste, sometimes only living a few weeks. Males do no work. They live for one reason: to go on a mating flight and fertilize queens.

Workers are sterile females and are the most common ants in any colony. They perform all jobs in the colony including nursing, digging, fighting and foraging, but they don't go on mating flights or lay eggs.

Soldiers are the same as Workers only larger. They have big heads and strong jaws and are good fighters.

Queen

Male

Worker

Soldier

PLAYING THE FULL GAME

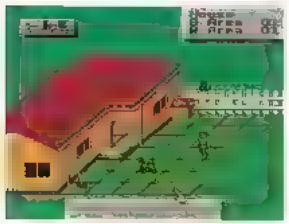
The Full Game involves not only battles with red ants and attacks from spiders, lawn mowers and human feet, but also strategic placement and nurturing of new black ant colonies.

THE GOAL

The goal of the Full Game is to eliminate the red ants from every section of the yard, take over the house and drive out the humans.

THE SETTING

The house and yard are divided into 49 areas. You must take over and colonize all of the areas to win



BEGINNING THE FULL GAME

Select Full Game from the Main Menu

The game begins with a Yellow Queen that has just landed after her mating flight. Her first duty is to dig a new nest for the colony. After that, she must begin to lay eggs.

Move the Yellow Queen to a clear spot on the ground, point to her with the cursor, and press the B(right) button When the menu opens, select Dig New Nest. Next, dig out a small nest, open the menu again, and select Lay Eggs

The first egg that hatches will become the Yellow Ant as a worker. The Yellow Ant must now forage and bring as much food as possible back to the nest. As soon as other ants hatch, recruit them to help.

EXPANDING YOUR TERRITORY

To win the Full Game, you must take over all 49 sections of the yard. There are two ways to expand into new territory: mating flights and mass exodus.

A Mating Flight occurs when a colony's population reaches 100 with 20 breeders (winged ants). The breeders fly off to mate, and the new queens land in nearby sections of the yard or house and begin new nests.

A Mass Exodus occurs when the colony's total population reaches 250. Because of overcrowding, the Queen will move to a new section of the yard and start a new nest

MOVING FROM SECTION TO SECTION

During the Full Game, you can move to any section of the yard or house where there is a black ant colony You will need to help each colony find food, lead them into battle, and adjust the control panels.

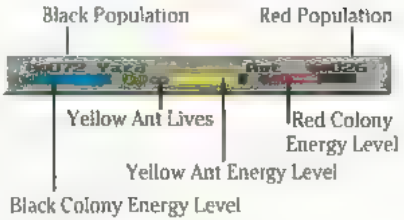
Activate the Evaluation icon, and select House. Sections of the yard that are black have black ant colonies in them Sections of the yard that are red have red ant colonies in them. Sections of the yard that have both red and black colonies in them are striped. The section that you are currently in will be flashing

Click on the section you want to move to. Remember: you can only move to sections that already have a black colony

FULL GAME STRATEGIES

The best strategy is to gather as much food as possible, increase your population as quickly as possible, and expand to new territory as soon as you can.

Always keep an eye on the information at the bottom of the screen. You'll see a running tally of the populations of both colonies, the health/energy/food level of both colonies, and the Yellow Ant's hunger/energy level.

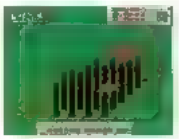


The Full Game can be saved at any time. It is a good idea to save the game before trying a daring tactic or risky attack, so you can go back and try something else if it doesn't work.

See Loading and Saving Games in the Reference section below.

Make use of the screens that are opened by activating the Evaluation icon:

The **House Screen,** especially the Population Graphs, gives you a good report of the black colony's success in a Full Game



The **History Screen** displays graphs of vital information that could help you make better strategic decisions.

The **Status Screen** gives you information on the black ants and how well they are doing against the red ants.

Even though the Yellow Ant has unlimited lives in a Full Game, don't be careless. If the Yellow Ant dies during an attack, all the recruited black ants will disperse and the battle will be lost.

PLAYING THE SCENARIO GAME

The Scenario Game is a series of eight levels, each of which is a battle with the red ants. You must complete a level before you can play the next one. Each level gets more difficult.

THE GOAL

The goal of the Scenario Game is to defeat the red ants in each of the eight levels. The level is considered won when you destroy the Queen of the red ant colony

THE SETTING

Scenario Games have eight levels, each with a different setting. Each setting provides new scenery, new challenges and new difficulty.

BEGINNING THE SCENARIO GAME

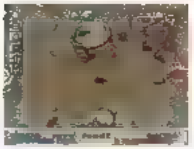
Select Scenario Game from the Main Menu. In a Scenario Game, the Yellow Ant only has three lives for each level. Use them wisely—when they are gone, the game is lost.

ANTFACTS: ANTS AS RANCHERS

Aphids are insects that attach themselves to plants and suck sap. They suck more than they need, and the extra sap, called "honeydew," is squirted out their rears. Ants gather the sap for food. Some ants even "milk" aphids to get the honeydew. In return for the food, the ants protect the aphids from other insects, especially ladybugs and spiders. They will also remove and eat caterpillars that compete with the aphids for food.

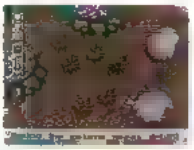
An ant "milking" an aphid.

LEVEL 1: SPRING—IN THE PARK
This is the easiest level. Use it to practice collecting food, and recruiting and releasing ants.



LEVEL 2: SPRING—IN THE GARDEN
This level is also fairly easy, but there are flower pots that will block your ants' paths and confuse them. Show your leadership abilities

LEVEL 3: RAINY SEASON—IN THE YARD
There's a lot of rain in this level, and it will wash away scent trails, making it hard to collect food. You will also face the possibility of drowning if you dig your nest too deep.



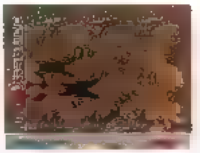
LEVEL 4: SUMMER—IN THE HOUSE
Be careful of spiders and the cat Watch out for the electric outlet, and don't get lost

LEVEL 5: SUMMER—ON THE ROAD
Watch for bicycle traffic when you cross the road. Because of the heat, you will lose energy quickly, so carry food with you wherever you go

LEVEL 6: SUMMER—BY THE RIVER
Your ants will have difficulty bringing home food because of deep crevices. Try building bridges with pebbles over them Food will be scarce, so don't miss your chances to catch and eat spiders and caterpillars.

LEVEL 7: END OF SUMMER—UNDER THE PORCH
All the food is over near the red ant nest, so you will have to move quickly and quietly. Watch for falling objects.

LEVEL 8: AUTUMN—IN THE WOODS
Food is everywhere, so you should concentrate more on obstructing the red ants than hoarding grub. Try blocking the entrances to the red ant nest with stones.



AntFacts: The Life Cycle of The Ant

Ants go through four stages of life: egg, larva, pupa and adult.

All eggs in the colony are laid by the queen. She may lay from ten to many hundreds of eggs every day. Eggs are cleaned and protected by nurse ants.

After a few weeks, the eggs hatch into larvae. The larvae do nothing but eat, storing up energy for the next stage of life.

After a few more weeks, the larvae spin silk cocoons around themselves and become pupae. Inside the cocoon, the larvae change into adult ants. When you disturb an ant's nest you will see many ants carrying white things to safety. Those aren't eggs—they're pupae. Ant eggs are so small that you can barely see them without a magnifying glass.

After a few more weeks, the cocoon breaks open from the inside and a full-grown adult ant emerges.

Egg Larva Pupa

REFERENCE

This section of the manual explains everything about SimAnt that isn't already covered in Controlling SimAnt above.

THE ICON MENU

At most times while playing SimAnt, the Icon Menu will be visible. To activate the icons, point to them with the cursor and press the A(left) button

View icon—lets you change your view of the game between Overviews and Close-ups both above and below the ground.

Scent Display icon—lets you see the chemical scents that ants use to communicate

Control Panel icon—lets you access the Behavior and Caste Control Panels

Save/Exit icon—lets you Save Full Games and Exit the current game and return to the Main Menu.

Evaluation Screen icon—lets you access the House Screen and Population Graph, the History Graph and the Status screen in Full and Tutorial games only.

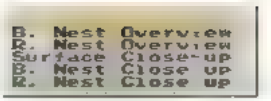
Options icon—lets you set some gameplay options, including sounds and speed.

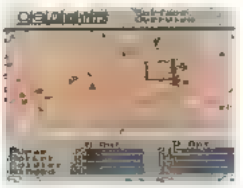
Once an icon has been activated, a submenu will open Point to the menu item you want and press the A(left) button to choose it.

Press the B(right) button to close a submenu without choosing anything.

VIEWS

The Views icon lets you choose how you want to view the ant world.





Surface Overview—the whole section of the yard.

Surface Close-up—a zoomed-in view of a part of the yard section.

Somewhere in each Overview is a red rectangle that outlines the area that will show in the Close-up view.

In the upper-right corner of each Close-up view is a mini-map of the Overview. It consists of two rectangles and a yellow dot. The outer rectangle represents the whole yard section. The inner rectangle shows where the current area in the Close-up view is located in the yard section. The yellow dot shows the location of the Yellow Ant.

At the bottom of each Close-up view is information on the population and health levels of both the red and black colonies, as well as the Yellow Ant's energy/hunger level and remaining lives.

At the bottom of each Overview is a census report showing how many pupae and how many of each ant caste the two colonies have

Nest Overviews—a complete underground view of both nests.

B. Nest Close-up
R. Nest Close-up—a zoomed in view of either the black or red colonies nests.

SCENTS

The Scent Display icon lets you turn on and off the display of the chemical scents that ants use to communicate. When scents are turned off, only the visual display is turned off—the scents are still there for the ants. Only one scent can be displayed at a time.

The scents you can view are:

Black Nest—the scent that lets black ants find their home

Red Nest—the scent that lets red ants find their home

Black Trail—the scent that black ants can follow to food.

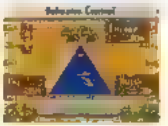
Red Trail—the scent that red ants can follow to food

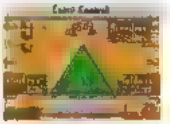
Hide Scent—removes the scent displays from the screen, but leaves them in the game for the ants

In the Overviews, when scents are activated, the census information at the bottom of the screen is replaced by a color key to help you interpret the strength of the scent

CONTROL PANELS

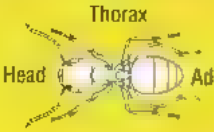
The Control Panel icon lets you open the Behavior Control Panel and the Caste Control Panel. For details, see Playing SimAnt above.





ANTFACTS: ANT ANATOMY

Like all insects, ants have six legs and three body parts.

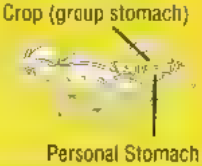


The ant's head has:

- Antennae for touching, smelling and feeling vibrations,
- Mandibles (powerful jaws),
- Compound eyes for seeing movement,
- Ocelli (small eyes) for seeing light and dark, and
- A brain, which is quite big (for an insect).

The thorax is the middle of the ant. All six legs attach here. Each leg has a hook on it that ants use like a comb to clean their antennae and legs.

The rear of the ant is the abdomen. It contains the ant's digestive system, and the crop (shared food stomach). The abdomen also contains glands that produce various chemicals for communicating and poisoning.



LOADING AND SAVING GAMES

The SimAnt Game Pak has battery-backed memory that will let you save your place in one Full Game and four Scenario Games even if you turn off your Super NES and remove the Game Pak

LOADING SAVED GAMES

To load a previously saved game, select Saved Game from the Main Menu, then select the game you want to play

SAVING GAMES

You can save a Full Game at any time by activating the Save/Exit icon, selecting Save, then selecting Yes.

Only one Full Game can be stored in memory at a time.

You can only save Scenario Games immediately after you complete a level. When you complete a level, you will be asked if you want to save the game If you do, select one of the four memory locations reserved for Scenario Games, then press the A(left) button. If you don't want to save, press the B(right) button.

ANTFACTS: ANTS AS FOOD

Some humans eat ants. Some South American natives like to eat winged fungus-growing ants, raw or toasted. In Africa, the queens of a species called Carebara are eaten raw or cooked. California Indians have been known to eat the larvae and adult carpenter ants; they bite off and throw away the heads and swallow the bodies. Honey ants are considered a delicacy in parts of Australia, North America and Mexico. Some people in Mexico have fermented honey ants to make an alcoholic [illegible].

EVALUATION SCREENS

The three Evaluation Screens are available through the Evaluation icon.

HOUSE/POPULATION GRAPH SCREEN

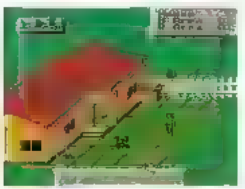
The House Screen shows the whole yard and house—the entire playing field of the Full Game. It consists of 49 sections, each of which must be colonized to win the game. The House Screen isn t available in a Scenario Game

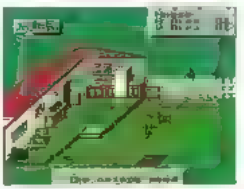
The areas of the house and yard that are shown as black contain a black ant colony. Red areas contain a red ant colony. The red and black striped areas contain both a red and black colony Green areas have no ant colonies.

The area that is flashing is the one that is currently being played. To change areas, click on the one where you want to go You can only change to an area that already has a black colony or a recently landed black New Queen.

In the upper-right corner of the House Screen is a tally of the number of yard sections that are occupied by the red and black ants.

At the bottom of the screen is a message box. Keep an eye on it for hints and warnings



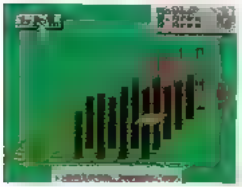


In the upper-left corner of the screen are three icons.

House icon—shows the inside of the house and returns you to the House Screen from the Population Graph Screen.

Population Graph icon—changes the House Screen into the Population Graph screen. Repeatedly activating this icon steps you through the yard, displaying one row of graphs at a time. (So you can see graphs that may be hidden behind others.)

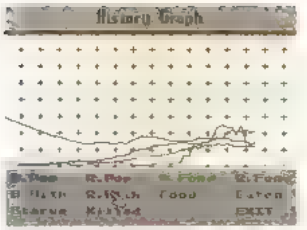
Exit icon—closes the House Screen and returns you to the game. You can also press the B(right) button to leave the House Screen.



AntFacts: Weaver Ants

Weaver ants live in Africa, India and Australia. They make their nests in trees by sewing together leaves. Hundreds of Weavers make chains of their bodies that stretch from leaf to leaf, and then they pull the leaves together until they touch. To hold the leaves together, they use the silk that larvae produce to weave their cocoons. The workers sew the leaves together by holding the larvae in their mandibles and moving them back and forth, touching their mouths to each leaf. In addition to this use of child labor, Weaver ants are very vicious. If you even bump a tree where they live, hundreds of workers and soldiers will attack and bite you.

HISTORY GRAPH



The History Graph shows how different factors in the game change over time. The graphs only apply to the colony that is currently being played (where the Yellow Ant is). Checking this graph every so often and watching the trends in food and population can help you make long-range strategic plans.

To display a graph, point to the graph's name at the bottom of the screen and press the A(left) button. Repeat the process to turn a graph off. Only four graphs can be displayed at a time.

The different items that can be shown in the History Graph are:

B. Pop: black ant total population

R. Pop: red ant total population

B. Hlth: the health of the black colony

R. Hlth: the health of the red colony

B. Food: the amount of food stored by the black colony

R. Food: the amount of food stored by the red colony

Food: the total amount of food available in the yard section

Eaten: the number of black ants eaten by spiders and ant lions

Starve: the number of black ants that starved to death

Killed: the number of black ants that died in battles with the red ants

Select **EXIT**, or press the B(right) button to leave the History Graph and return to the game.

STATUS SCREEN

The Status Screen is opened by activiating the Evaluation icon and selecting Status. It gives vital statistics about the colony containing the Yellow Ant.

Colony Health—the health rating for the black ant colony that is currently being played (the one containing the Yellow Ant).

Foraging—the amount of food brought home by the black ants as a percentage of all the food brought home by both red and black ants.

Eggs Hatched—the percentage of eggs that successfully hatched in the current black colony. (Eggs only hatch if the colony has enough food.)

Fights Won—the percentage of fights won by the black ants.

B.Ant's Occupation—the percentage of the yard that is occupied by the black ants.

R.Ant's Occupation—the percentage of the yard that is occupied by the red ants.

Press the B(right) button to leave the Status Screen and return to the game.

AntFables: American Ant Folklore

Here are some things people used to believe about ants:
If ants are seen in your house on Christmas, it is a sign that bad luck will come.
To step on an ant is bad luck. (Well, it is for the ant!)
If you see a red ant and a black ant fighting, and the red ant wins, then you will win any challenge you attempt. (But not in SimAnt.)
If you step on an ant, it will rain within the next day.
If you kill seven ants in a row, there is sure to be rain.
To cure warts, rub a piece of fatty meat on it, and throw the meat to the ants.
If you find ants in your house, it is a sign you will move.
If you have ants in your kitchen, put coffee grounds outside the kitchen steps to kill them.
If you draw a chalk line, ants won't cross it.

SETTING GAME OPTIONS

There are three gameplay options that you can set in SimAnt: **Sound, Mouse and Speed.**

SOUND

When you select Sound from the Options Menu, you get two choices: **Music** (background music) and **SFX** (sound effects). Select either of these, and you will see yet another menu. Select Off to turn the sound off. Select On to turn it on.

MOUSE

If you have a Super NES Mouse, you can adjust the way the cursor moves when you move the mouse. There are three settings: Slow, Normal, and Fast. The faster the setting, the more the cursor moves for a given amount of mouse movement.

SPEED

This option lets you adjust the speed of the SimAnt simulation. There are three speeds: Fast, Normal and Slow, plus Pause, which stops time completely. You may want pause the game for a good think every so often, and beginners may want to run the game slowly until they get the hang of being an ant.

CAST OF CHARACTERS

These are most of the characters that you will meet while playing SimAnt. There are others—if you don't find them, they'll find you.

Yellow Ant

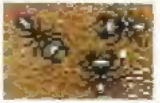
The **Yellow Ant** is you. It is your main tool to control and lead the black ant colony.

Queen Ant

The **Queen Ant** is the only ant that lays eggs. There is one Queen per colony. When the Queen dies, the colony dies.

Worker Ants

Worker Ants gather food, dig tunnels and nurse the young. They are not as good in a fight as a Soldier, but they need less energy to survive.


Soldier Ants

Soldier Ants do the same jobs as Workers–except nursing–they're better in a fight. They eat more than Workers.

Breeders

Breeders (Winged Ants) do no work, but when the population reaches 100 with 20 breeders, they will go on a mating flight and expand the colony to a new area.

Spider

The **Spider** wanders around and eats ants. There is one Spider in each section of the house and yard. If you recruit enough help, you can capture and eat the Spider.

Ant Lion

Ant Lions are the sneaky larvae of an insect that is related to the dragonfly. They hide underground at the bottom of small pits. If an ant wanders into the pit it will be eaten. If you lose too many ants to an ant lion, try building a wall around it with rocks.

Caterpillars

Caterpillars are harmless, but delicious. If you recruit about 15 ants you can capture them and have a delicious, nutritious meal.

ANTQUOTES: WHAT PEOPLE SAY ABOUT ANTS

As a thinker and a planner the ant is the equal of any savage race of men; as a self-educated specialist in several arts she is the superior of any savage race of men; and in one or two high mental qualities she is above the reach of any man, savage or civilized.

— Mark Twain, What is Man?

None preaches better than the ant, and she says nothing.

— Benjamin Franklin, Poor Richard's Almanac

We'll set thee to school to an ant, to teach thee there's no labouring i' the winter.

— Shakespeare, King Lear act 2, scene 4

Go to the ant, thou sluggard, consider her ways and be wise;
Which having no guide, overseer, or ruler,
Provideth her meat in the summer and gathereth her food in the harvest.

— Proverbs 6:6–8

The age of great men is going; the epoch of the ant-hill, of life in multiplicity, is beginning.

— Amiel, Journal, 6 Sept. 1851

An ant is a wise creature for itself but it is a shrewd thing in an orchard or garden.

— Francis Bacon, Of Wisdom for a Man's Self

They taste salty.

— Cassidy Wright

ANTFACTS: FUNGUS FARMERS—LEAFCUTTER ANTS

Leafcutter ants are the farmers of the ant world. They hollow out huge underground nests and grow their own food beneath the surface.

Leafcutters go on raids and cut up and bring back all the green plant matter they can find. Once in the nest, they chew up the leaves, but don't eat them. They use them as fertilizer to grow a special kind of fungus that is the only food they can eat.

DANGERS

Besides red ants and spiders, here are a few dangers to watch for.

Rain washes away nest scents and food trails. It will also drown ants that are deep underground.

Human Feet squash any ants they happen to land on.

Lawn Mowers are very nasty from an ant's point of view. They grind up and blow away 1/4 of all the ants they contact.

Snails don't attack anything, but their slime will wash away nest and food trail scents.

Cat's Paws are smaller than human feet, but they're big enough to squash an ant. Watch out.

Bicycle Tires will occasionally run over a few ants.

Hands of cruel, careless children may squash ants.

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